Magic VR

Game Design Document

Studio Balter

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# Introduction

Magic VR is

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# Revision History

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# 1.1 Project Summary

## 1.1.1 Project Purpose (roxie)

## 1.1.2. Game Pillars (aushton)

|  |  |
| --- | --- |
| Power Fantasy John Wick with the Elder Wand. The player is an overwhelming force that cannot be directly opposed but only diverted. Creative Problem Solving The player can be presented with many ways to solve problems presented to them and we must provide multiple opportunities during the core gameplay loop for the player too feel intelligent. | Knowledge is Power Most of the progression within the game involves the knowledge both the player and player character will discover during their lessons.  Understanding how spells interact with each other and with the environment is vital to how well the player performs.  The player character gains knowledge of new spells and the creatures. As they progress through the story weaknesses of the monsters will be revealed to the player. |

# 1.2 Gameplay Overview (adam)

## 1.2.1 Game Genre

## 1.2.2 Play Time

## 1.2.3 Target Platform

### 1.2.3.1 Game Engine

### 1.2.3.2 Game Format

### 1.2.3.3 System Requirements

# 1.3 Art Direction (jessie)

## 1.3.1 Environment

## 1.3.2 Characters

# 1.4 Project Scope (conor)

## 1.4.1 Mechanics

### 1.4.1.1 The spell book

|  |  |
| --- | --- |
| Fire Ball |  |

#### Wind Slash